

IN THE CLAIMS:

Please cancel claims 10-12, 18-20 and 25 without prejudice as indicated in the following.

Claims Listing:

1. (Previously Presented) A method comprising:
storing image data in a multi-plane tiled-surface format, wherein the image data is stored in a first plane and a second plane, the first plane represented by a first set of tiles and the second plane represented by a second set of tiles, wherein a first portion of image data stored in the first plane has a first image data type, and a second portion of image data stored in the second plane has a second image data type, each plane of the multi-plane tiled-surface format being a logical arrangement of tiles representing a plurality of memory pages within memory banks, the tiles arranged such that memory pages of data for sequential retrieval are implemented in different memory banks; and
accessing the data in the first plane from top to bottom and the data in the second plane from bottom to top.
2. (Previously Presented) The method as in Claim 1, wherein:
storing image data includes storing, for each image location in the first plane, a corresponding image location in the second plane.
3. (Original) The method as in claim 2, wherein an x-y offset of each image location is approximately the same in the first plane as in the second plane.
4. (Original) The method as in Claim 1, wherein:
the image data is MPEG image data;
the first image data type is Y data; and
the second image data type is UV image data.

5. (Previously Presented) A method comprising:
storing at least a first color component of an image in a first plane of tiled memory;
storing at least a second color component of the image in a second plane of tiled memory;
reading a first block of data in a first direction, wherein the first block of data represents a portion of the image stored in the first plane of memory; and
reading a second block of data in a second direction, wherein the second block of data represents the portion of the image stored in the second plane of memory and the second direction is opposite the first direction.
6. (Previously Presented) The method of claim 5, wherein:
storing the at least a first color component includes the at least a first color component being luma data; and
storing the at least a second color component includes the at least a second color component being chroma data.
7. (Original) The method of claim 6, wherein the amount of chroma data stored is less than the amount of luma data stored.
8. (Original) The method of claim 6, wherein the amount of luma data stored is at least twice the amount of chroma data.
9. (Original) The method of claim 5, wherein an offset to the first block of data within the first plane is approximately the same as an offset to the second block of data within the second plane.
10. – 12. (Canceled)

13. (Original) A system comprising:
a plurality of memory banks;
an information handling machine to:
store at least a first color component of an image in the plurality of memory banks as a
first plane of tiled memory;
store at least a second color component of the image in the plurality of memory banks as
a second plane of tiled memory;
read a first block of data in a first direction, wherein the first block of data represents a
portion of the image stored in the first plane of tiled memory; and
read a second block of data in a second direction, wherein the second block of data
represents the portion of the image stored in the second plane of tiled memory and
the second direction is opposite the first direction.
14. (Original) The system of claim 13, wherein:
the at least a first color component is luma data; and
the at least a second color component is chroma data.
15. (Original) The system of claim 14, wherein the amount of chroma data stored is less
than the amount of luma data stored.
16. (Original) The system of claim 14, wherein the amount of luma data stored is at least
twice the amount of chroma data.
17. (Original) The system of claim 13, wherein an offset to the first block of data within
the first plane is approximately the same as an offset to the second block of data within the
second plane.
18. – 20. (Canceled)

21. (Previously Presented) A method of accessing a block of data comprising:
storing image data representing an image portion in a multi-plane tiled-surface format,
wherein the image data is partially stored in a first plane and partially stored in a
second plane, the first plane represented by a first set of tiles and the second plane
represented by a second set of tiles, wherein a first portion of image data stored in
the first plane has a first image data type, and a second portion of image data
stored in the second plane has a second image data type;
accessing a first portion of the image data stored in the first plane, wherein the first
portion of data is stored in a first tile of the first set of tiles and the first tile is
associated with a first bank of memory;
accessing a second portion of the image data stored in the first plane after accessing the
first portion of the image data, wherein the second portion of the image data is
stored in a second tile of the first set of tiles, and the second tile is associated with
a second bank of memory; and
accessing a third portion of the image data stored in the first plane after accessing the
second portion of the image data, wherein the third portion of the image data is
stored in the first tile of the first set of tiles.
22. (Previously Presented) The method of claim 21 further comprising:
rendering the image portion based upon the first, second, and third image data.
23. (Previously Presented) The method of claim 21, further comprising:
accessing the image data stored in the second plane after accessing the third portion of
the image data.
24. (Previously Presented) The method of claim 21 further comprising:
rendering the image portion based upon the first, second, and third image data after
accessing the image data stored in the second plane.
25. (Canceled)